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Spectrum HoloByte

P R E S E N T S

WORDTRIS™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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Welcome to *Wordtris*™

WORDTRIS not only tests your skill and coordination, as any good arcade game should, but also your creativity and vocabulary skills. For in *Wordtris*, each falling tile is labeled with a letter, and the only way to remove letter tiles from the well is to maneuver them so they form words. Naturally it was love at first sight for us here at Spectrum HoloByte, because *Wordtris* combines the fun of a word game with the fast-paced action of *Tetris*™.

You'll have to be quick. *Wordtris* leaves no time for lethologica (the temporary inability to recall a word) and logomachy (the dispute of words and their meanings). Are you up to the challenge? Do you consider yourself a grammatologist (one who worships words)? If so, then read on.

Getting Started

INSERT the *Wordtris* Game Pak into your Super Nintendo Entertainment System and then turn the power ON. You will then be presented with the copyright and credits screens.

WORDTRIS

Wordtris Setup Screen

RIGHT after the copyright and credits screens is the *Wordtris* Setup screen. This screen contains all the options you need to play *Wordtris*. Make selections from the Setup screen with the Control Pad. When the category you want to change is highlighted, press **A** or **B** to select it. You will then be able to choose from a number of options. Move to the option you want with the Control Pad and then press **A** or **B**.

Game Mode

When you first get to the Setup screen, the Game Mode category is highlighted. There are four options here, but we recommend you become familiar with SINGLE PLAYER mode before trying any of the other modes. Many of the examples given on the following few pages are for SINGLE PLAYER mode. The other game modes are covered later in their own section of the manual.

Difficulty

Wordtris has four difficulty modes. The modes and their differences are listed in the following table:

DIFFICULTY	CHILDREN'S & NOVICE	ADVANCED	EXPERT
Minimum letters for a word	3	3 for levels A–E 4 for levels F–J	4
Minimum letters for a Magic Word	5	5	7
Scoring	x1	x2	x3

CHILDREN'S mode is the same as NOVICE mode except the letters will drop slower.

Next Tile

Underneath the difficulty mode selections is the Next Tile option. This option gives you the ability to play without the next tile displayed just below the Magic Word on the game screen. In addition, turning Next Tile OFF will give you more points per word. Push the Control Pad right and left to change this option.

Level

There are 10 levels in *Wordtris*: A–J. At the higher levels, the tiles fall faster and the game may require more letters before it will accept a word.

Time Limit

In *Wordtris*, you can choose to play a regular game or one with a limited amount of time. Choosing anything other than UNLIMITED lets you play for that number of minutes. The time appears on the game screen directly below the well. When the timer reaches 00:00, the game is over.

Repeat Words

The Repeat Words option, when set to YES, removes duplicate words from the well. For instance, if you form the word "DOG" at the beginning of the game and Repeat Words is set to YES, then "DOG" will be removed from the well every subsequent time you form the word. *You only earn a score the first time you form the word.* If Repeat Words is set to NO, then repeated words are not removed from the well.

WORDTRIS

Starting the Game

START the game by pressing the **START** button. You can end the game at any time by pressing **SELECT** and selecting ABORT GAME with the **A** or **B** buttons.

Playing *Wordtris*

WORDTRIS starts on the level you selected on the Setup screen. There are a total of 10 levels, A through J, with each level becoming progressively more difficult. The higher the level, the faster the blocks fall into the well and the more words you'll have to form to complete the level.

The bottom half of the well is filled with water. Letter tiles fall randomly from the top of the well and float on the water. If a falling tile lands on top of a floating tile, the lower tile is pushed beneath the water. When the tiles reach the bottom of the well, they begin stacking above the water line unless you create a word, at which time the word will disappear from the well and you earn a score.

Moving Blocks

As letter tiles fall, use the Control Pad to move them left and right. (You can also use the **L** and **R** buttons at the front of the Controller to move a tile left and right.) Pushing the Control Pad down makes a tile fall faster.

PRO TIP:

At higher levels, tiles will fall considerably faster. You can adjust to this by holding the **L** and **R** buttons while moving the Control Pad left or right respectively. This will make the letter tile move twice as fast as normal from side to side.

Special Pieces

There are four special pieces that sometimes fall from the top of the screen. These are the three erase pieces and the wild card tile.

Erase Pieces

On occasion, you will get one of the three erase pieces. One looks like a cherry bomb, another looks like a dynamite stick and the third looks like a beaker of acid. The erase pieces are really useful for fixing mistakes and are described below:

Cherry Bomb — This piece will blow up any one tile it lands on. It will randomly appear on all levels.

Dynamite Stick — When this piece lands on a tile, it will destroy that tile, the tile below it and one tile on each side of it. This piece will randomly appear on levels F–J.

Acid Beaker — If you get this piece, it will melt the entire column of tiles it lands on. This piece will appear only after you create a six, seven, eight or nine letter word.

Wild Card Tile — Some pieces that drop into the well are labeled with a question mark and look like [?]. These are called "wild card tiles" and when they appear, you can choose any letter you want by using the **A** and **B** buttons as it falls into the well. The resulting letter is worth zero points. If you don't choose a letter by the time it reaches the water, the wild card tile will change to a random letter (which will then be worth its normal points).

Pausing the Game

You can pause the game at any time by pressing the **START** button. Press **START** again to return to the game.

WORDTRIS™

Additional Options

PRESSING **SELECT** while you're in the middle of a game will pause your game and you'll go to another screen. Here, you'll be able to select a number of choices using the Control Pad and the **A** or **B** buttons. These choices are listed following:

Resume Game

This selection returns you to your game.

Word List

Selecting Word List brings up a screen with the last several words you have formed during your current game. Use the Control Pad to move up and down the entire list. Press **A** to exit this screen.

Go to Level 'x'

This option brings you to the next level (as indicated by the letter "x"). Simply choosing this will not increase your score and the background picture will not change. When you change levels in this fashion, the number of words you need to achieve the next level will be reset. (See **Advancing to the Next Level** following.)

Music On/Off

Selecting Music allows you to turn the game's music On or Off.

Sound FX On/Off

Choosing Sound FX allows you to turn the game's sound effects On or Off.

Next Tile On/Off

This option is the same as the one on the Setup screen. It will turn the next tile window (just under the Magic Word) On or Off. Remember, turning Next Tile Off will give each player more points per word.

Abort Game

This choice ends your game and returns you to the Title screen. It will not record your score on the High Scores screen.

Scoring

You score in *Wordiris* by creating words with the letters that fall into the well. *Wordiris* doesn't accept abbreviated words, hyphenated words, foreign words and proper nouns. (Note: Some words were intentionally omitted as inappropriate for young players.) Each word is worth a certain number of points when you create a word. You can form words horizontally or vertically, and they can overlap each other.

For example, if you spelled the word WEDGE, your individual word score would be calculated as follows:

Letter values		# of letters		Level		Word score
W E D G E	x	W E D G E	x	B	=	100
10	x	5	x	2	=	100

The score can also be modified in the following manner:

If Repeat Words is set to No, then the word score is multiplied by 2. In addition, if you are playing with Next Letter set to On, an additional 25% is added to the word score. Finally, if you are playing in Advanced or Expert difficulty mode, the word score is multiplied by 2 or 3 respectively.

Letter Values

Below is a list of the letter values for each tile in *Wordzilla*. Note that unusual letters like "Z" and "Q" are worth more points than others. This is because it is more difficult to create a word with these letters.

Letter	Points	Letter	Points	Letter	Points
A	1	J	8	S	1
B	4	K	4	T	
C	3	L	1	U	1
D	2	M	4	V	5
E	1	N	1	W	4
F	4	O	1	X	8
G	2	P	3	Y	4
H	4	Q	10	Z	10
I	1	R	1	?	0

Magic Words

If you form the Magic Word (displayed in the flashing window above the well) the two things happen:

1. Your score total is increased by the word score for the Magic Word, the word scores of any other words on the board, *plus* the letter value for every tile in the well.
2. The well is cleared of all tiles.

Following our previous example, if our Magic Word was "WEDGE" then the value for the other words and letter tiles in the well would be added to the 400 points we have already received for "WEDGE". That number would then be added to your total score.

However, longer words which contain the Magic Word do not count. For example, "WEDGES" may be the Magic Word and you have the letters "S" set up in the well. If you drop an "S" between the "E" and "G" you will not recognize the word "WEDGES" as the Magic Word or "WEDGE".

NOTE. The Magic Word is five letters long in NOVICE mode, six letters long in ADVANCED mode and seven letters long in EXPERT mode.

Advancing to the Next Level

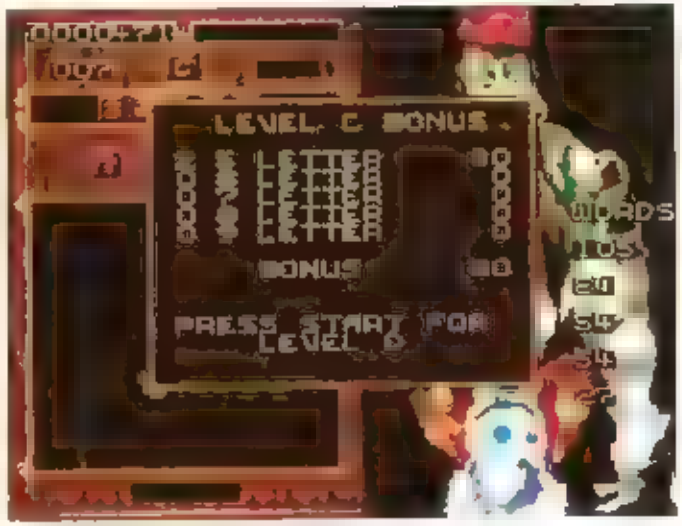
THERE are 10 different levels in *Wordiris*, A–J. You progress to the next highest level after you have formed a certain number of words, as shown in the following table:

Level	Words
A	5
B	5
C	8
D	10
E	15
F	20
G	25
H	25
I	25
J	No Limit

The word total above shows you how many words you need to form on each level to advance the the next level. So once you create five words on level A, you'll progress to level B. At level B you only need another five words to progress to level C and so on.

Level Bonus Screen

After you complete a level, you will be presented with a Level Bonus screen that shows how many 5- to 7-letter words you formed and the bonus points for each. Not only are longer words worth more points when you form them, but you get additional bonus points at the end of a level. This makes it doubly worthwhile to try for long words. When you are ready to go to the next level, press **START**.



Ending *Wordtris*

WORDTRIS ends when one of three things occurs:

1. The well fills to the top with tiles.
2. Your game time limit, if any, expires, or
3. You press **SELECT** and then choose ABORT GAME.

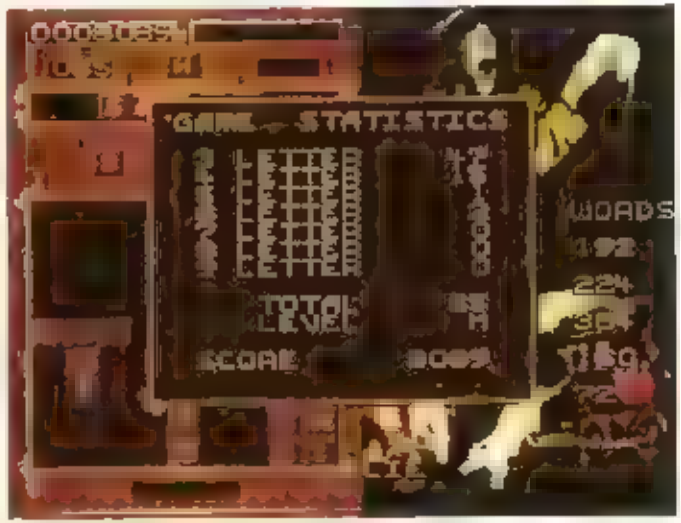
If you reach level 9, the game continues at that level until one of the three conditions above is met.

Game Bonus Screen

When your game is over, the first screen you'll see will be the Game Bonus screen. This is exactly like the Level Bonus screen described previously. However, it applies only to the last level you were working on when the game ended. Press **START** to go to the Game Statistics screen.

Game Statistics Screen

After the Game Bonus screen, you will be shown the Game Statistics screen. It shows the number of each length word you made, the total number of words you made, the highest level you reached, and your total score. Press **START** to go to the High Scores screen.



High Scores Screen

Wordiris keeps track of the top 10 high scores. If your score is one of the top 10 scores, you will be asked to enter your name. Use the Control Pad to change letters and the A or B button to go on to the next letter. When you are finished enter your name, press **START**. This will bring you back to the high score screen.

NOTE: High Scores will not be saved when you turn off your Super NES.

Other Game Modes

In addition to the SINGLE PLAYER mode, there are three other types of *Wordiris* games you can play. These are selected from the Game Mode category on the Setup screen.

1. **COMPETITIVE** — You and another player play at the same time, competing against each other for the best score.
2. **COOPERATIVE** — You and another player play at the same time, working with each other to achieve a high score.
3. **TOURNAMENT** — You and up to three other players play identical single player games, competing for the best score.

Each of these *Wordiris* game modes are explained in the following sections.

Competitive Mode

If you want to compete against another *Wordtris* player to see who can achieve the best score while fighting for words in the same well, then you want Competitive *Wordtris*. Unlike the Single Player game, two letter tiles fall simultaneously into the well. Player 1 (with Controller 1) will control the red tiles while Player 2 (with Controller 2) will control the green tiles. In addition, a time limit can be set for the game from the Time Limit category on the Setup screen.

The Competitive game maintains separate scores and word statistics for each player. The player whose tile lands first and forms a word gets credit for that word. For example, if Player 1 has formed most of a word (such as "[illegible]") and Player 2 uses a tile to complete the word, then Player 2 gets the points for [illegible]. This is why we call this mode Competitive. Each player is rushing around trying to complete words faster than the other player. In case both players land their tiles at the same time causing one or more words to form, the word score is split between the two players. Odd numbered scores, such as 9, will be rounded up to an even number.

At the end of a Competitive game, the player with the fewer number of letter tiles in the well will receive the point values of the *other player's letter tiles* added to their final score. This is to prevent one player from getting an early lead and stacking tiles to the top of the well in an attempt to keep that lead and win the game.

Cooperative Mode

If you want to work with a friend to achieve the best score possible, then Cooperative mode is for you. Cooperative mode is similar to the Competitive mode described previously, except instead of battling against each other to get words, you need to work with the other player to create words. As with Competitive mode, Player 1 (with Controller 1) will control the red tiles, while Player 2 (with Controller 2) will control the green tiles. You can also set a time limit for the game from the Time Limit category on the Setup screen.

There is only one score and word count maintained in Cooperative mode. The game continues until one of the two players stacks letter tiles to the top of the well. If the two of you have one of the top ten high scores, you will be prompted to enter your team name on the Cooperative Scores screen.

Tournament Mode

If you want to compete with up to three of your friends to see who can play the best game of *Wordtris*, choose Tournament from the Game Mode category on the Setup screen. Tournament players play separate games; when one player is finished, the next player steps up to bat. Each game has the same sequence of falling tiles so that all players play exactly the same game.

When you select Tournament, the game will then ask how many players want to play. Choose either two, three or four and then press **A** or **B**. Each player will then be asked to enter their name. Use the Control Pad to change letters and **A** or **B** to go to the next letter. Press **START** when you are finished entering your name.

Wordtris keeps a separate word count and score for each player. Each player's word count and score is shown during their game. As with the other game modes, you can set a time limit for each game from the Time Limit category on the Setup screen.

Each player's turn continues until one of two things occurs:

1. The player reaches a new level; or
2. The well stacks to the top with tiles.

NOTE: In non-timed TOURNAMENT games, the players must pass Controller 1 to the next player at the end of a LEVEL, while in timed games, Controller 1 is passed to the next player when the TIME runs out. If, at any time, a player's well is stacked to the top with tiles, that player's game is over.

At the end of the tournament, the TOURNAMENT Scores screen lists the players, their scores, the last level they reached when their game ended and which player won the game.

WORDTRIS

Wordtris Strategy

BELIEVE it or not, there are certain methods to the *Wordtris* madness. Most importantly, know the difference between your consonants and your vowels. Try to land them in a logical sequence. For instance, there aren't too many words that have a "B" and a "C" right next to each other, but you might get a word if you leave a space between the two letters.

Likewise, be careful about placing certain consonants on the right side of the screen. You will have a hard time getting rid of a "J" that you land in the right-most column since there are almost no words in the English language that end in "J."

Also try to stay aware of common letter combinations such as "ST," "LY," "QU," "CK," "CH" and so on. Grouping such letters together can prove very useful in *Wordtris*. In addition, planning letter combinations often lets you form longer words, thus earning a higher score. Sometimes *Wordtris* even helps you out by dropping the two letters in sequence.

Remember that you gain an additional bonus at the end of a level for each five, six, seven, eight or nine letter word you form. This makes forming long words twice as important!

Try to plan ahead. As you land the letters, try to remember what letters you'll need to form certain words. This is extremely helpful when you get the [?] tile. If you have a letter in mind, then you can quickly select it and use the wild

card tile to complete a word instead of letting it fall so it changes to a random letter.

Don't forget to take advantage of the erase pieces. They will help you eliminate any troublesome letters from the well. When trying to form a longer word, you may need to stack up tiles on one side of the screen or the other. Once you form a long word, though, you can use the subsequent acid beaker to remove those annoying columns.

Be careful about how you land your letters if you're trying to build the Magic Word. For instance, suppose the Magic Word is "PEACE." If you get a P, an E, and an A and you land them in that order, then *Wordtris* will recognize the word "PEA" and you'll have to start all over again. Likewise, the word "PEACE" also contains the word "ACE." So the best strategy for a word like "PEACE" would be to land the tiles in the following order, E E C E, and then wait for an A to fall into the well.

Last, but not least, as a tip for our younger players, try the CHILDREN'S mode. The slower speed gives you a better chance to make words from the falling letters.

Scores

Scores

WORDTRIS™

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If the Spectrum HoloByte Customer Support Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

Spectrum Holobyte
Customer Support Department
Attn: SNES Wordtris
2490 Mariner Square Loop
Alameda, CA 94501

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